LANDMARK ENTERTAINMENT GROUP

THEME PARKS & ATTRACTIONS

DESIGN CAPABILITIES

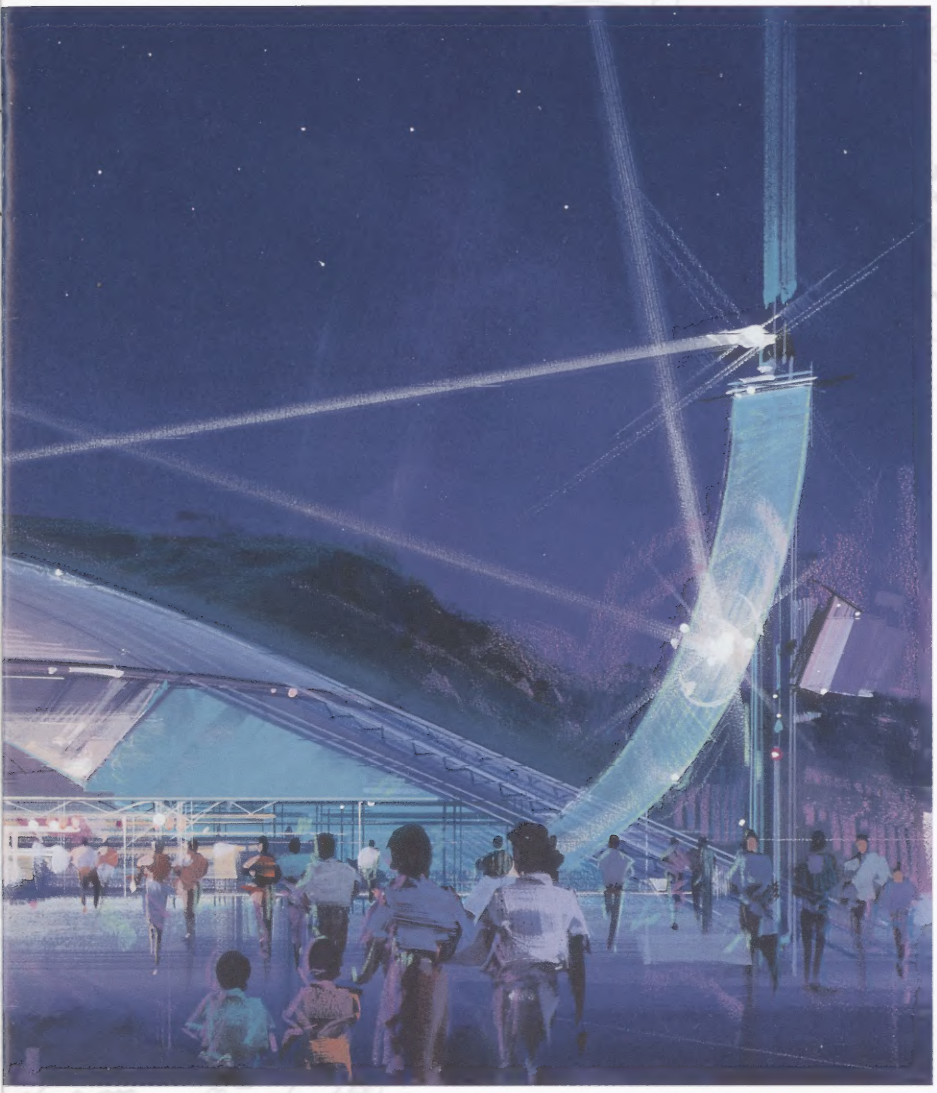
THEME PARK DARK RIDE / KING ARTHUR &
THE KNIGHTS OF THE ROUND TABLE

A concept is the first step; the creation of a vision from pure imagination.

RESORT HOTEL AND THEME PARK ENTRANCE / TOKYO, JAPAN

CONCEPT

PAVILION CONCEPT / TAEJON WORLD EXPO '93



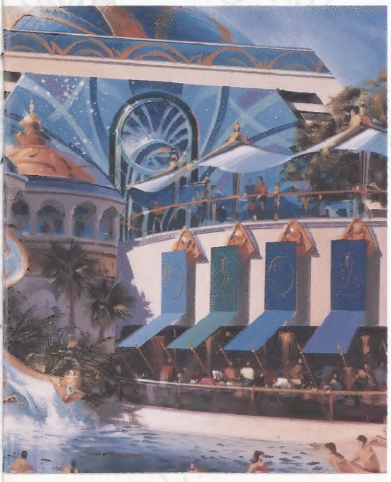
Everything begins with an idea. Whether it is a single themed attraction, an entire Theme Park, or a major Destination Resort, Landmark creates unforgettable concepts for worldclass attractions. With experience gained in the design and production of over 70 major attractions worldwide, Landmark develops each new concept to meet the established entertainment and budget parameters. At the completion of the Concept phase, a central vision for the project is established and approved by the client.

Tout commence par une idée, que ce soit une attraction à thème unique, un parc d'attraction entier, ou un Centre de Loisirs important, Landmark crée des concepts inoubliables pour des attractions de classe mondiale. Grâce à une expérience acquise par la conceptualisation et la réalisation de plus de 70 attractions importantes dans le monde entier, Landmark met au point chaque concept en tenant compte de la valeur attractive et des exigences budgétaires indiquées par le client. A l'achèvement de la phase de conception, une vision globale du projet est établie et soumise à l'approbation du client.

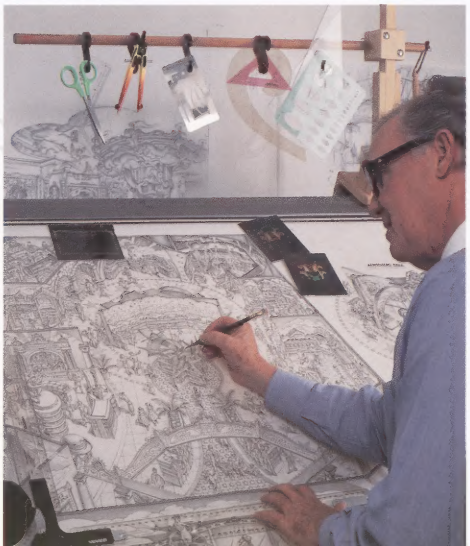
すべては一つのアイディアから始まります。単一のテーマ・アトラクションやテーマ・パーク、そして大規模なリゾート設備など、ランドマークは人々の記憶に残る国際的なアトラクションの概念を創作します。70件以上に及ぶ世界各地におけるデザインと制作の経験に基づいて、ランドマークは新しい概念一つ一つを指定された娯楽内容と予算の枠内で開発します。概念作業段階の終了時点には、プロジェクトの中心となるイメージが設立され、クライエントの承認を受けます。

모든 것은 아이디어로부터 시작됩니다. 랜드마크사는 한가지 주제의 어트랙션에서부터 전체적인 테마파크, 종합 리조트에 이르기까지 세계적 수준의 뛰어난 컨셉트를 창출해 냅니다. 저희 랜드마크사는 전세계에 걸친 70개 이상의 주요 어트랙션의 디자인과 제작을 통하여 축적한 경험을 바탕으로 계획하시는 위락시설의 설정된 예산 범위내에서 각각의 새로운 컨셉트를 개발합니다. 컨셉트 단계가 완료되면 그 프로젝트의 핵심적인 비전이 설립되며, 발주자의 승인을 받게 됩니다.

MIXED-USE WATER PARK / CHIBA, JAPAN



THEMED RETAIL STORE / HOLLYWOOD, CALIFORNIA



INTRODUCTION

Theme parks hold a special place in all our hearts. We can all remember some magic moment spent with friends or family at a theme park: the enchantment of a Christmas Day at Disneyland, the romantic charm of Tivoli Gardens at sunset, the spectacular examples of movie magic at Universal Studios Tour.

Since 1980, Landmark Entertainment Group has been creating and producing some of the most exciting and memorable theme parks and attractions in the world. In that time, Landmark has emerged as the most respected theme park design company in the industry, bringing every project developed under our direct supervision to a successful completion, on time and on budget.

We are committed to providing our clients with a level of service and support unparalleled in our industry. With offices and associates around the globe, Landmark is renewing its commitment to creating high quality theme parks and attractions for clients the world over. We invite you to review this brochure, which encapsulates our unique approach to design. If you're new to Landmark, we believe you'll find our process innovative and thorough. If you're an old friend, we hope you'll enjoy remembering many of our most recent accomplishments with us.

As the new decade dawns, we look forward to the challenges and opportunities ahead. And we promise to continue opening new doors in entertainment; providing you, our clients, with the highest quality service in design and production.

Gary Goddard

GARY GODDARD
CHAIRMAN / CEO

Tony Christopher

TONY CHRISTOPHER
PRESIDENT

MASTER PLANNING

Once a general concept is established, detailed planning begins. A Landmark Master Plan is based upon the careful blending of imagination and reality. Combining the established creative concept with the practical requirements of circulation, capacity, infrastructure, phasing and budget, the Master Plan becomes a guide for the entire development team.

Une fois que le concept général est établi, la planification détaillée commence. Un Plan directeur Landmark est basé sur une fusion prudente de l'imagination et de la réalité. Combinant le concept créatif établi, aux exigences pratiques de circulation, de capacité, d'infrastructure, d'échelonnement et de budget, le Plan directeur devient un guide pour toute l'équipe de réalisation du projet.

総体的な概念が設立された時点で詳細の計画作業が始まります。ランドマークのマスタープラン(基本計画)は、想像と現実を注意深く調和することを基点としています。すでに設立されている創作的な概念を循環性収容人数、基礎工事条件、作業段階そして予算と合体させることによって、開発チーム全体のガイドとなるマスタープランが出来上がります。

OPENING DAY / OITA HARMONYLAND

전체적인 컨셉트가 완성됨에 따라 구체적인 계획이 착수됩니다. 랜드마크의 마스터플랜은 공상과 현실의 신중한 배합에 그 기초를 두고 있습니다. 이미 설립된 독창적인 컨셉트에 현실적인 관객동원, 수용능력, 기반시설, 단계별 계획 및 예산을 감안하여 전체설계팀을 위한 지침으로서 마스터플랜이 완성됩니다.

THEMED RIDE PARK / EUROPE

The Master Plan is a blueprint

THEMED ENTRANCE / CAESARS PALACE, LAS VEGAS

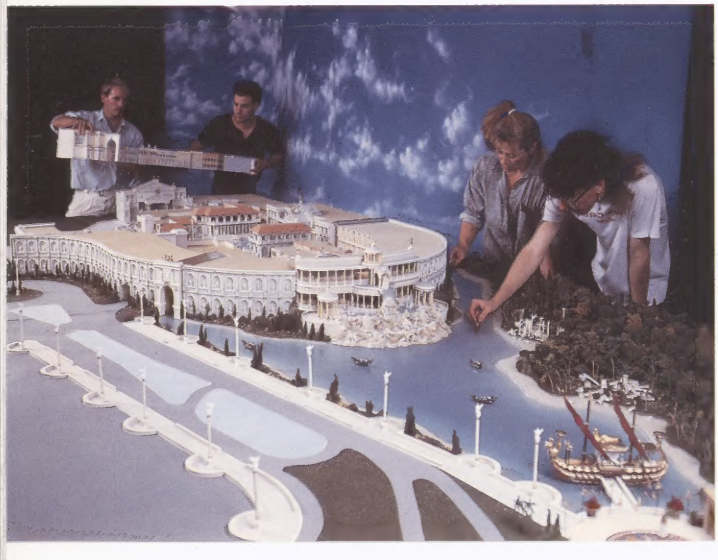
which defines all aspects of the project.

Detailed models provide a three-dimensional visualization of the finished product, avoiding the need for costly changes on site

Landmark art directors specify materials and finishes for project interiors

Design Development provides specifications for the project in complete detail.

Model team puts finishing touches on art director's model for The Forum Shopping Center at Caesars Palace, Las Vegas



Landmark's character designers create heartwarming 'actors' for shows and attractions

DESIGN DEVELOPMENT

With the Concept and Master Plan approved, Design Development begins. Divided into two phases of work (Schematic Design and Working Drawings), Landmark generates detailed documents to ensure that every component will look and work exactly as intended. The work ranges from electrical loads to plumbing specifications, from audio designs to lighting plots, from special effects to ride systems. During this phase, the Landmark design team works closely with architects, engineers and supporting consultants.

Une fois le concept et le plan directeur approuvés, la Réalisation Architecturale commence. Les travaux sont divisés en deux phases (les plans initiaux et les plans de travail) et Landmark crée des documents détaillés pour s'assurer que chaque élément fonctionnera et paraitra exactement tel qu'il a été conçu. Les travaux couvrent tous les domaines tels que charges électriques, normes de plomberie, concepts d'installation de sonorisation et de spots lumineux, effets spéciaux et systèmes pour attractions. Au cours de cette phase, l'équipe de conception de Landmark travaille en étroite collaboration avec des architectes, ingénieurs et consultants.

概念と基本計画が承認されるとデザイン開発作業が始まります。ランドマークはこの作業を概要図面と作業図面の作成という二段階に分け、詳細を叙述した書類を作成して各々の要素が視覚的にも機能的にも確実に意向どうりの物であるという事を保証します。ここでの作業範囲は、電力負荷から配管設備の明細書、音響設備設計から照明用プロットの作成、そして特殊効果からライド・システム等におよび、ランドマークのチームと建築家、技師、その他のコンサルタント達の密接な共同作業で行われます。

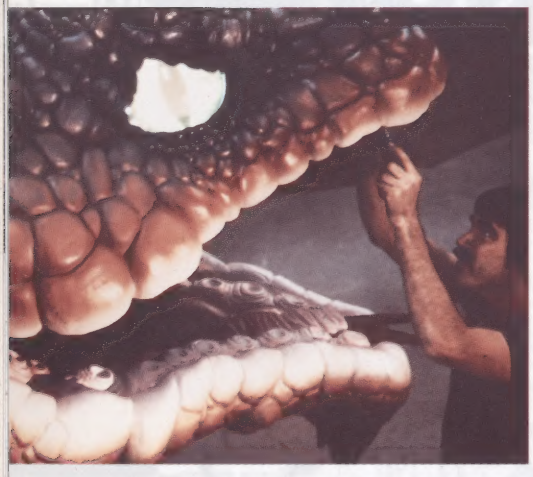
DESIGNERS AND PROJECT MANAGERS WORK CLOSELY WITH PROJECT CONSULTANTS

컨셉트의 마스터플랜이 승인되면 세부설계가 착수됩니다. 이 단계는 기본설계와 실시설계의 두 단계로 나누어져 있으며 랜드마크는 모든 구성요소가 당초의 의도와 정확하게 일치하여 형상화되고 작동되도록 상세한 도서를 제작합니다. 작업은 소요전력 용량에서부터 배관의 사양까지, 음향설계에서부터 조명계획까지, 특수효과에서부터 라이드 시스템까지 광범위하게 걸쳐 수행됩니다. 이 단계동안 랜드마크 설계팀은 건축가, 엔지니어 등 각방면의 전문가들과 긴밀하게 작업을 진행합니다.

SHOW DRAFTING TEAM GENERATES DETAILED SCALE DRAWINGS FROM CONCEPT ART

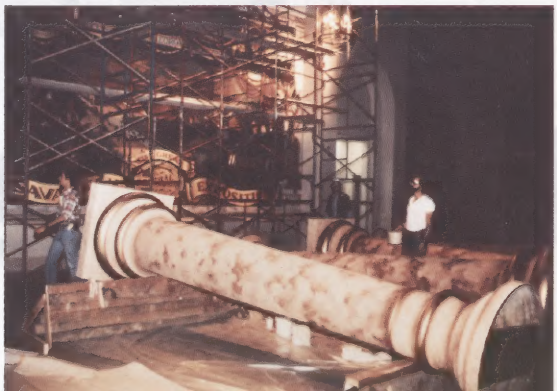
ART DIRECTORS SUPERVISE INSTALLATION CREWS, FROM MINIATURES TO MURALS

FIGURE FINISHING FOR
CONAN'S FIRE-BREATHING DRAGON



From first concept through opening day, Landmark is with you every step of the way.

THE GREAT SAVANNAH EXPOSITION, GEORGIA



FIELD SUPERVISION

UNDER LANDMARK'S GUIDANCE, BUILDERS REPRODUCE PERIOD ARCHITECTURAL STYLES

HISTORIC PROPS AND COSTUMES ARE DUPLICATED IN PRECISE DETAIL

Landmark's design services continue into construction and installation. Experienced Art Directors and Project Managers are assigned to each project to ensure that the integrity of the approved design is maintained at every level of production. These field supervisors provide continuing art direction and quality control as the long process of manufacturing and construction continues.

Les services de conception de Landmark se poursuivent pendant toute la construction et l'installation. Des directeurs artistiques et directeurs de projet hautement qualifiés s'assurent que l'intégrité du projet est respectée à chaque niveau de réalisation. Ces inspecteurs de chantier assurent la direction et le contrôle de la qualité tout au long du processus de fabrication et de construction.

ランドマークのデザイン作業は、建設および据付作業へと継続します。経験豊かな美術監督とプロジェクト・マネージャーが各プロジェクトに割り当てられ、承認を受けたデザインがすべての作業段階において適格に実施される事を確認します。これらの現場監督たちは、長期に渡る製作と建築期間常に美術指導とクアリティーの管理を続けます。

랜드마크의 디자인용역은 시공과 설치단계까지 지속됩니다. 오랜 경험의 예술감독, 프로젝트 매니져들이 각 프로젝트에 투입되어 승인된 디자인이 제작의 모든 단계에서 완벽하게 지속될 수 있도록 합니다. 이 현장감독들은 제작과 시공이 진행되는 장기간을 통하여 예술적인 감리와 품질관리를 지속적으로 수행합니다.

FINAL PROGRAMMING BRINGS CHARACTERS TO LIFE

KONG ON THE LOOSE / UNIVERSAL STUDIOS FLORIDA

Landmark is the leading force in the design and development of sophisticated new entertainment for theme parks around the world. The company was the first to combine live performers with RoboTronics, special effects and lasers in the ADVENTURES OF CONAN for Universal Studios Hollywood... the first to create a "Theatre of the Senses" with THE SENSORIUM for Six Flags... the first to create a spectacular 3-D Motion Theater experience with the TIME MACHINE OF DREAMS for Sanrio Puroland. In the world of family attractions, Landmark is the acknowledged leader.

Landmark est le chef de file dans la conception et la réalisation de nouveaux parcs d'attraction à thèmes dans le monde entier. La société est la première à avoir combiné personnages vivants et robots (Robotronics), effets spéciaux et lasers pour les ADVENTURES OF CONAN installé à Universal Studios à Hollywood... la première à créér un spectacle en Trois dimensions extraordinaire pour le TIME MACHINE OF DREAMS au parc Sanrio Puroland. Landmark est le leader reconnu dans le monde des loisirs pour toute la famille.

ランドマークは、世界各地のテーマパークの洗練された新しい娯楽要素のデザインと開発の率先者です。当社は、ユニバーサル・スタジオ・ハリウッドのコナンの冒険ショーの開発においてライブの俳優とロボトロニクス、特殊効果、そしてレーザー光線を組み合わせることを初めて成功させ、シックス・フラッグスのセンソリアムでは初めての「感覚の劇場」を製作、そしてサンリオ・ピューロランドの「夢のタイムマシーン」では初めて3-Dモーション・シアターを作り出しました。ランドマークはご家族づれのためのアトラクション業界の世界的なリーダーです。

랜드마크는 세계 전역에 걸친 테마파크의 첨단적인 오락시설물의 디자인과 설계분야에서 단연 선구자 역할을 하고 있습니다. 랜드마크는 헐리우드의 유니버설 스튜디오 의 "코난의 모험"에서 실제연기자와 로보트공학, 특수효과 및 레이져를 최초로 혼합하여 사용하였습니다. 또한 씩스플랙스의 "센서리움" 에서 "감각극장"을 최초로 제작하였고, 산리오 퓨르랜드의 "꿈의 타임머신" 에서 스펙타클한 삼차원 입체 모션 극장의 경험을 최초로 제공하였습니다. 가족용 어트랙션 분야에 있어서 랜드마크는 이미 그 우월성을 인정받고 있습니다.

DISCOVERY THEATER / SANRIO PUROLAND

THE HARMONYLAND CAROUSEL / OITA, JAPAN

TRAIN RIDE / HARMONYLAND

GHOSTBUSTERS: A LIVE ACTION SPOOKTACULAR / UNIVERSAL STUDIOS FLORIDA

The Landmark approach to design leads to exciting and innovative entertainment attractions.

THE GREAT PURO ADVENTURE BOAT RIDE / SANRIO PUROLAND, JAPAN

THE ADVENTURES OF CONAN / UNIVERSAL STUDIOS HOLLYWOOD

CONCLUSION

Since 1980, Landmark Entertainment Group has been providing the Leisure Industry with a world of entertainment. From Concept through Design... from Production through Installation... Landmark delivers on time /on budget performance. As the world's largest independent theme park and attractions design company, Landmark offers an unparalleled approach to turning dreams into reality. Whether you are planning a single new attraction for your existing facility, or looking for a colorful parade or live stage spectacular, whether you are planning an entirely new theme park, or a major destination resort; whatever your dream may be, Landmark can help you bring it to life.

Depuis 1980, Landmark Entertainment Group fournit à l'industrie des loisirs un monde de divertissements. Du concept à la conception, de la production à l'installation.... Landmark réalise dans le temps et le budqet pré-établis. Landmark est la société de conception et de réalisation de parcs d'attractions la plus importante du monde, et offre une approche sans parallèle à la réalisation d'idées. Que votre projet soit une attraction unique ajoutée à un parc existant, un spectacle sur scène ou une parade importante, que vous envisagiez la construction de tout un parc à thème ou d'un centre de loisirs important, quel que soit votre rêve, Landmark vous aide à le réaliser.

1980年設立以来、ランドマークはレジャー業界に数多くのエンターテーメントを生み出してきました。概念からデザイン、そして製作から据付におよぶ作業は、常にスケジュールと予算厳守を原則としてお届け致します。世界最大のテーマ・パーク/アトラクションのデザイン会社であるランドマークは、ユニークな手法で夢を現実化します。現存のテーマ・パークに新しいアトラクションやカラフルなパレード、又はライブのステージ・ショー等の追加を計画している方、あるいは新しいテーマ・パークやリゾート施設の開発を計画している方…ランドマークはどんな夢でも現実にするお手伝い致します。

1980년부터 지금까지 랜드마크 엔터테인먼트 그룹은 다양한 오락시설의 개발을 통하여 세계 레져산업계에 기여하여 왔습니다. 컨셉트에서부터 설계까지, 제작에서 설치까지 랜드마크는 항상 정해진 시간과 예산에 맞는 작업을 수행합니다. 테마파크와 어트랙션 디자인회사로는 단일규모로 세계 최대인 랜드마크사는 꿈을 현실로 만드는 분야에서는 그 어느 누구도 필적할 수 없는 회사입니다. 기존의 테마파크에 단 하나의 새로운 어트랙션을 계획하시거나 또는 다채로운 퍼레이드, 웅장한 무대공연을 원하시거나 또는 완전히 새로운 테마파크나 종합 리조트를 계획하시던 간에, 그 꿈이 어떠한 것이더라도 랜드마크는 그 꿈을 실현시키는 것을 도와드릴 수 있습니다.

CLIENT LIST

A. Epstein & Sons International, Inc.
Applause, Inc.
Busch Entertainment Corporation
Caesars Palace, Las Vegas
Caesars Tahoe
Caesars World, Inc.
CBS Theatrical Films
Cheil Communications (Korea)
Claridge Hotel & Casino
Commonwealth Development Partners
Coney Island Resorts Inc.
Convention Bureau
David Niven, Jr.
Dentsu Incorporated, Los Angeles
Din & Pingrazio
Dyflex, Inc. (Japan)
Ed Pressmen Productions
EsselWorld (India)
Evans Development Company
Famous Players, Ltd.
FBC Partners
Gordon Development Company
Greater Los Angeles Visitors and Convention Bureau
Hallmark Greetings Corporation
Hasbro-Bradley Europe
Heathmount Investments, Inc.
Heritage Mountain Resort
Hollywood 1941 Associates
Lion Company of Japan
LotteWorld, Korea
Louisiana EXPO '84 - World's Fair
Manfred Durniok Productions, Germany
Mattel, Inc.
Metro-Goldwin-Mayer Film Company
Milton Bradley, Inc.
Mirage Hotel, Las Vegas
Mitsubishi
Motown Productions
Oita Prefectural Government (Japan)
P.T. Kodel (Malaysia)
Paramount Pictures Corporation
Parsons Brinkerhoff Development
Playskool, Inc.
Quincy Jones Productions
Republic Pictures
Sam Butcher, Inc.
Samsung (Korea)
San Diego Wild Animal Park
Sanrio Co., Ltd. (Japan)
Showboat Hotel and Casino, Atlantic City
Six Flags Corporation
Six Flags Movieland Wax Museum
Six Flags Over Georgia
Six Flags Power Plant
Six Flags S.S. Admiral
Six Flags Stars Hall of Fame
Six Flags, AstroWorld
Space Age Japan, Inc.
Space Neotopia, Inc.
Ssangyong Cement Industrial Co., Ltd. (Korea)
State Senator David A. Roberti (California)
Steven E. Leiber
Suzuki Associates, Inc. (Japan)
Svengali Productions
Taiyo Juken Company, Ltd.
The Fourth World Swimming Championships
Tommy Walker Spectaculars
Universal Studios Tour (Los Angeles)
Universal Studios Tour (Orlando)
Warner Communications, Inc.

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Kong on the Loose © 1987 Universal City Studios, Inc.

World of Caesar and the Forum at Caesars © Caesars World

Sanrio Puroland and Harmonyland © 1990 Sanrio Co., Ltd.

Designed by Landmark Graphics Department

What We Do

CONCEPT DEVELOPMENT

Landmark creates and designs for themed attractions and for entire theme parks. Also Resorts, Shopping Centers, Retail Stores, Destination Resorts and Entertainment Centers.

MASTER PLANNING

Landmark, together with a network of associate companies, creates Master Plans for large scale projects. Land use, infrastructure, circulation, density, economic planning, and interfacing with the creative concept design.

DESIGN SUPERVISION

Landmark provides a total program for supervision of the Design as it develops from Concept through Opening Day. Design Development, Technical Design, Field Supervision, Art Direction and Project Management.

RIDES AND ATTRACTIONS

Landmark creates unique shows, rides and attractions for theme parks around the world. Dark Rides, Live Shows, Animatronic Theatres, Simulators, Film Productions and Interactive Exhibits.

How We Do It

CONCEPT

The first step. Development of storyline as the overall vision of the project is established. The Master Plan is developed based upon the approved concept. Sometimes the Concept and Master Plan are developed simultaneously.

SCHEMATIC DESIGN

The concept is refined and scale drawings are developed. Technical design specifications are set. Preliminary Architecture and Engineering input is gathered. Budget and schedule is finalized.

DESIGN DEVELOPMENT

Architectural drawings are completed. Working drawings, final scripts, art directors model, color and material selections, technical designs, show engineering completed. Bid packages submitted and selected.

PRODUCTION

Construction of buildings, production and manufacturing of show elements. Procurement, installation, programming, rehearsals, test & adjust for show systems. Field supervision, art direction and project management ensure continuity of design throughout.

LANDMARK Entertainment Group®

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